## **Event Blocks - Event Programming**

Code blocks that trigger script execution based on predefined events i.e when green flag clicked, when key pressed, when sprite clicked etc. Event blocks are colored orange.

Event Block	Description
when Clicked	Executes the script to which it has been attached whenever the IDE's green flag button is pressed.
when space key pressed	Executes the script to which it has been attached whenever a specified keyboard key is pressed.
when this sprite clicked	Executes the script to which it has been attached whenever the user clicks on the sprite to which the script belongs.
when backdrop switches to back	Executes the scripts to which it has been attached when Backdrop changes to specified backdrop.
when loudness > 10	Executes the scripts to which it has been attached when Loudness exceeds specified amount.
when I receive message1	Executes the scripts to which it has been attached when a specified broadcast message is received.
broadcast message1	Specifies a broadcast message to all sprites without pausing script execution.
broadcast message1 and wait	Sends a broadcast message to all sprites to trigger a predefined action and then pauses script execution, waiting until all sprites have completed their assigned action before allowing the script in which the block resides to continue executing.

## **Event Blocks - Activities**

Sl. No.	Activity Name	Activity Image
1	Execute a Script when green flag is clicked.	when clicked play sound meow until done
2	Execute a Script when a key is pressed.	when space * key pressed  play sound meow * until done  when up arrow * key pressed  move 10 steps  when down arrow * key pressed  move 10 steps  when left arrow * key pressed  turn * 15 degrees  when right arrow * key pressed  turn * 15 degrees
3	Execute a Script when a sprite is clicked.	when this sprite clicked  forever  move 10 steps  wait 1 secs  move -10 steps  wait 1 secs  play sound meow
4	Execute a Script when a back drop changes.	when clicked  forever  next backdrop  wait 1 secs

